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Subject: Re: scripts.dll 3.2 is in progress

Posted by [jonwil](#) on Fri, 26 Jan 2007 00:18:22 GMT

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No plans for a multi scripts loader.

If you have changes to engine.cpp, I am more than happy to consider pulling them into my code

As for the transparent metal glitch, that is the result of differences between Direct3D8 and Direct3D9 and cannot be fixed.

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